



NTSC U/C

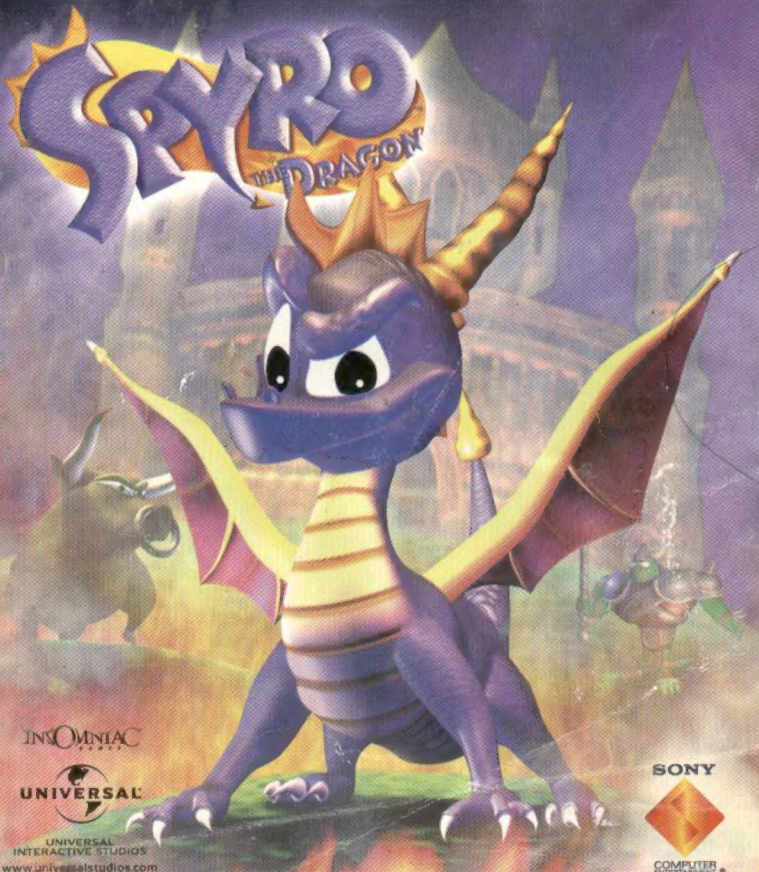
PlayStation

EVERYONE



CONTENT RATED BY
ESRB

SCUS-94228
84928



INSOMNIAC
GAMES



UNIVERSAL
INTERACTIVE STUDIOS
www.universalstudios.com

SONY



COMPUTER
ENTERTAINMENT

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION® DISC:

This compact disc is intended for use only with the PlayStation game console.

Do not bend it, crush it or submerge it in liquids.

Do not leave it in direct sunlight or near a radiator or other source of heat.

Be sure to take an occasional rest break during extended play.

Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use.

Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Spyro The Dragon™ Tips and Hints

PlayStation® Hint Line

Hints for all games produced by SCEA are available:

Within the US: 1-900-933-SONY (1-900-933-7669)

\$0.95/ min. auto hints, \$1.40/ min. live, \$6.95 - \$16.95 for tips by mail*, \$5.00 - \$20.00 for card recharge
(*Subject to availability)

Within Canada: 1-900-451-5757

\$1.50/ min. auto hints

For US callers, game counselors are available 8AM-5PM PST, Monday-Friday. Automated is available 24 hours a day, 7 days a week. Live support for Canada is not available at this time.

This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

Consumer Service/Technical Support

1-800-345-SONY (1-800-345-7669)

Call this number for help with technical support, installation or general questions regarding the PlayStation game console and its peripherals. Representatives are available Monday-Friday, 8AM-6PM Pacific Standard Time.

PlayStation Online www.playstation.com

Our news is always hot! Visit our website and find out what's happening – new titles, new products and the latest information about the PlayStation game console.



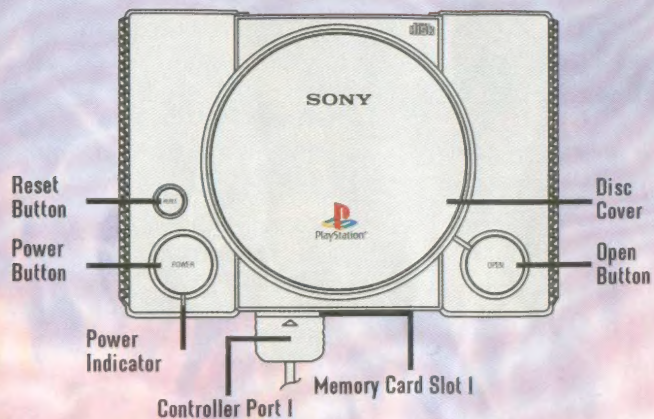
Call me Sparx. Oh sure, you've heard plenty about my friend Spyro the Dragon™, but what is a dragon without a dragonfly? In trouble, that's what! I'll be following Spyro around on his big adventure. I'll tell you all about it...

Getting Started	2
Controls	3
Basic Controls	3
Advanced Controls	4
Active/Passive Camera	4
Vibration Feature	5
Pausing the Game	5
Save the World for Dragons!	6
Sparx the Dragonfly	8
Face Your Foes!	9
Saving the World in 3 Easy Steps	10
Jewels	10
Dragon Eggs	11
Dragons	11
Saving Your Game	12
Your Inventory	13
Transporting	14
Moving through each World	14
Going to New Worlds	14
Treasure Rounds	15
Worlds	16
Credits	23
Limited Warranty	25

ESRB RATING This product has been rated by the Entertainment Software Rating Board. For information about the ESRB ratings, or to comment about the appropriateness of the rating, please contact ESRB at 1-800-771-3772.



GETTING STARTED



Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc. Insert the *Spyro The Dragon*™ disc and close the CD door. Insert the game controller and turn ON the PlayStation® game console. Follow the on-screen instructions to start a game.

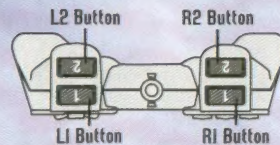
MEMORY CARDS

Spyro The Dragon™ lets you save games at their current level of play onto Memory Cards, and resume play on previously saved games. Insert Memory Card(s) (sold separately) into the PlayStation® game console BEFORE starting play.

Important: Do not remove a Memory Card while saving or loading games. Doing so could damage the game data.

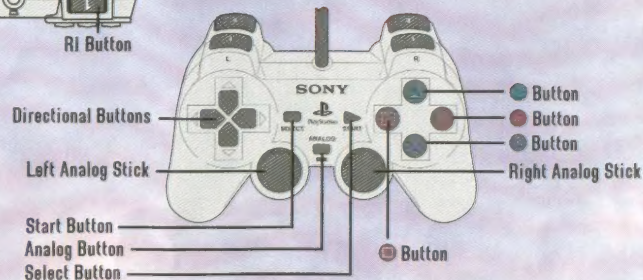


CONTROLS



BASIC Controls

Move/run.



Jump.

Directional Buttons or Left Analog Stick.
If you're using an Analog Controller, Spyro will walk or run depending on where you move the Left Analog Stick.

✕ Button

Spyro can jump in any direction with the Directional Buttons or Left Analog Stick.



The longer you hold down the ✕ Button, the higher Spyro will jump.

Flame.

⦿ Button.



Spyro always flames in the direction his head is facing.

Charge.

Ⓜ Button.



Hold down the Ⓜ Button to charge long distances or chase enemies.

Start/Pause/Resume.

Start Button.

Inventory.

Select Button.

Pressing the Directional Buttons or Left Analog Stick ←/→ will show your Inventory for the whole game (see page 13).



CONTROLS CONT.

ADVANCED CONTROLS

Of course, Spyro has plenty of other abilities too. You'll need to learn these if you're going to defeat Gnasty Gnorc!

Glide.

⊗ + ⊗ Button.

Drop from glide.

△ Button.

Look around (Spyro-Vision).

△ Button + Directional Buttons or Left Analog Stick.
When at a standstill, hold this button to look around the world.

Roll to the Right or Left.

R1 or L1 Buttons.

Rotate camera Right or Left.

R2 or L2 Buttons.



When he's gliding, the △ Button allows Spyro to drop at the exact spot the button was pressed.



The first press of the ⊗ Button makes Spyro jump. To glide the farthest, press the ⊗ Button again when Spyro is at the very top of his jump.



Roll to escape enemies or their shots.

ACTIVE/PASSIVE CAMERA

There are two camera systems to suit your own style. You can choose a camera setting from the Pause menu (see page 5).

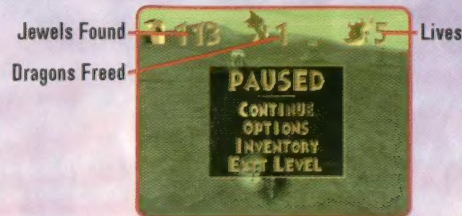
- The **passive** camera moves slowly so you can get a good look at the scenery. It follows you but lets you run around without moving the camera.
- The **active** camera moves right along with you — everywhere, so you can see exactly where you're going. This camera moves fast, so pay attention!



CONTROLS CONT.

If you are using a *Dual Shock™* Analog Controller, the Vibration feature is available. You can turn the feature ON or OFF from the Options menu accessed from the Pause menu.

PAUSING THE GAME



Press the Start button during gameplay to pause the game. You'll see screen icons that show how many jewels you've found, the number of Lives that are left, and the number of Dragons you've freed so far in the level.

On the Pause Menu, you can Continue the game, go to the Options Menu, review your Inventory, or Exit the level or game. Use the Directional Buttons or Left Analog Stick to scroll through the options and press the ⊗ Button to make your selection.



SECRET DEMO!

To unlock the secret playable demo of Crash Bandicoot **WARPED™** hold **L1** & **△** Button at the New/Load Game Menu screen.

SAVE THE WORLD FOR DRAGONS!

IN THE BEGINNING, the five Dragon families lived in their five Dragon Worlds in harmony. Their lives were happy and peaceful . . . until the day a Gnorc broke the rules!

Gnasty Gnorc was an unpleasant creature from the bottom of his dirty boots to the top of his unwashed head. He wasn't pretty, and his personality combined the short temper of a gnome and the bad attitude of a orc!

Gnasty resented the happy Dragon families. More than anything, he detested their beautiful, shiny jewels, which were not only nice to look at, but showed him reflections of his own ugly mug every time he did so. Gnasty became such a problem that he was banished to the Dragon junkyard. This was a world the Dragons weren't fond of, though it suited Gnasty just fine. He renamed it Gnasty's World as soon as he got there.

Gnasty began to fool around with magic spells. After a while, he hit on the two he wanted: a giant spell to trap all the Dragons in crystal, and a potion to animate those radiant gems and turn them into Gnorc soldiers.

On a nice sunny day, Gnasty crystallized all the Dragons then turned all the gems he could find into his willing minions. He even began turning the Dragon Worlds into Gnorc Worlds! But the one little detail he didn't count on was Spyro the Dragon. Spyro just happened to be playing hooky — again — and missed getting crystallized by Gnasty's spell.

Now Spyro, the only unfrozen Dragon, must travel the six worlds — including Gnasty's industrial world — releasing all the Dragons and collecting their stolen treasure. In the meantime, Gnasty's minions are doing their best to stop him. Not that Spyro is without friends . . . the Dragons he releases give him hints, and all along the way he is accompanied by Sparx the Dragonfly, his best friend.

What seems like a fun time flaming Gnorcs soon turned into the adventure of Spyro's young life. When he meets Gnasty Gnorc for the final conflict, his destiny can truly be fulfilled! Go get 'em, Spyro!



SPARX THE DRAGONFLY

It's time you learned a little about me. Spyro's my best friend and I'll do everything I can to help you out.

I can take 3 hits, but then I'm outta there, and you're on your own.

You can see how I'm feeling by my color:

Yellow	Full health (3 hits)
Blue	Medium health (2 hits)
Green	Low health (only 1 hit left!)



If I'm low on health, or gone, just flame some small creatures that release butterflies and I'll be back. I love butterfly snacks, and when I eat one I get one point of health until I'm back to full health. Mmmmm!



FACE YOUR FOES!



Gnasty Gnorc has ordered all types of creatures to get in Spyro's way. But, use your flame and charge attacks and you can defeat just about anybody!



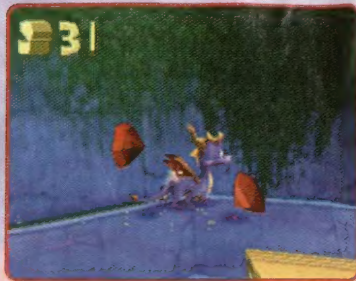
Flames aren't going to work here.



Hmmm — he looks big!



SAVING THE WORLD IN 3 EASY STEPS



JEWELS

You may think that saving the world from Gnasty's magic spells is easy . . . well, it's not. Not only has Gnasty turned some of the Dragon Treasure into his own warriors, but he's also stolen the rest of the Dragon Treasure. Some are locked in chests, others are scattered all over the place. (Gnasty is not only the world's most unpleasant Gnorc, he is also the sloppiest.)

I'll help pick up the Treasure that's lying around. I may be small, but Spyro and me — well, we make a great team!

The Treasure Boxes are another story. Flame or charge these to pop them open.



DRAGON EGGS

Gnasty has turned a fine collection of jewels into a pesky gang of minions. What's worse, he has invited thieves into the Dragon kingdom, and they're stealing the Dragon Eggs. Catch these crazy guys and recover the Dragon Eggs before they're whisked away forever!



DRAGONS

Clearly the Dragon kingdom cannot be restored to normal until all of the Dragons have been freed from their crystal prisons.

To release a Dragon, just walk up to it and break the spell. Rescue them and they may thank you with a hint or tip.



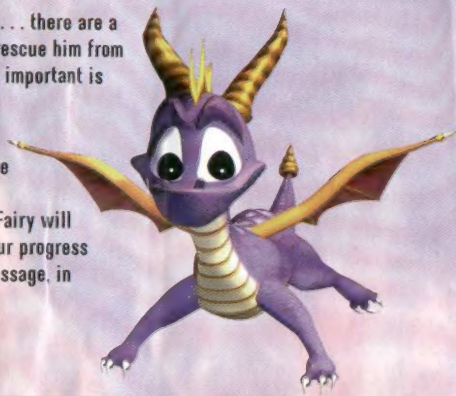


12

SAVING YOUR GAME

I'm not Spyro's only friend in the Dragon world . . . there are a lot of fairies who can help him, too. They may rescue him from falling or show him where to go next. The most important is the Red Fairy.

When you rescue a Dragon and step on the platform, a Continue point is reached. If you are defeated after that point, you'll return to that platform. If you wait on the platform, the Red Fairy will appear and give you the opportunity to save your progress to a Memory Card (or to replay the Dragon's message, in case you forgot it).



YOUR INVENTORY

13



Each World contains different numbers of jewels and Dragons. Press Select to review your Inventory. Press the Directional Buttons or Left Analog Stick \leftarrow/\rightarrow to review your entire Inventory.

Total Jewels Found in the Game Dragons Freed How much of the Game You've Completed

Total eggs recovered

Dragon World You're In

World Stages You've Visited



Dragon eggs





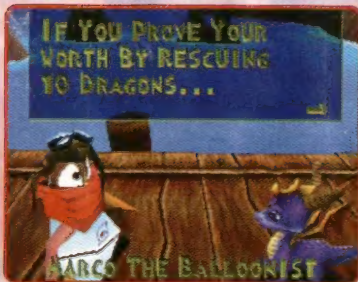
14

TRANSPORTING

MOVING THROUGH EACH WORLD

You can travel in and out of the levels in a world whenever you want. Within the home areas, several portals will lead to the different levels. The swirling Vortex platforms found in the levels will take you back Home.

And away we go!



GOING TO NEW WORLDS

In order to catch Gnasty Gnorc, you'll need to get through all five Dragon Worlds, then enter Gnasty's World.

There are six balloonists, one in each World's Home area. The balloonists take you from world to world if you accomplish certain goals. Don't worry — if you don't know what the goals are, they'll tell you. They're very serious guys, you see.

TREASURE ROUNDS

15



You'll find Treasure Rounds by doing something special, like shoot a rock or solve a platform puzzle. Dragons may also tell you where to find a Treasure Round, so listen carefully.

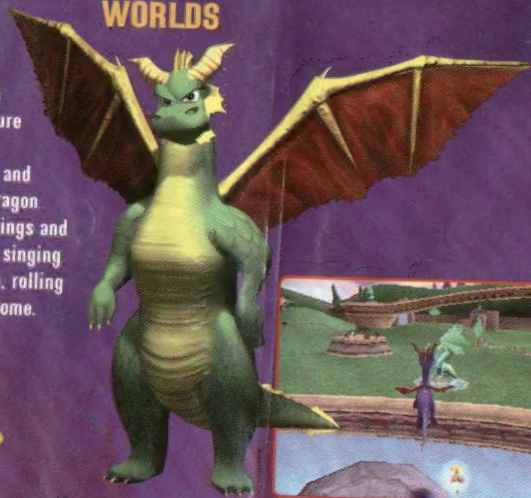




WORLDS

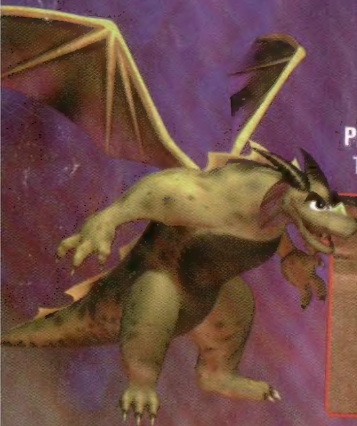
ARTISANS

This family of Dragons provides the world with artifacts of culture and beauty. They write songs, create sculptures and paintings and are the most gentle of all the Dragon families. They are very social beings and enjoy getting together for group singing and art viewings among the lush, rolling hills and green valleys of their home.



PEACE KEEPERS

These large, powerful Dragons enforce order throughout the world. They are the strongest of all the Dragon families, and know the most about battling their enemies. They live in the desert sand dunes, tar pits and ice-caves and are always on the lookout for any creatures breaking the peace.



WORLDS CONT.

MAGIC CRAFTERS

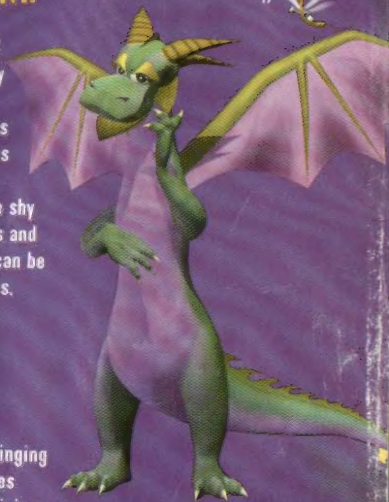
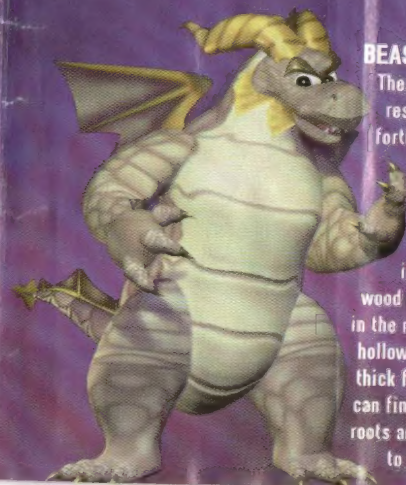
Dragons of this Family spend their time making magic artifacts used by all the Dragons throughout the rest of the worlds. They are shy around other creatures and like to be alone. They can be



very happy in their remote mountaintops, ice cliffs and caves, studying their craft in peace.

BEAST MAKERS

These Dragons are responsible for bringing forth all new species of creatures living in the world. They choose to live in swamps, in tumble-down wood platforms, on stilts in the mud flats and in hollowed-out trees in the thick forests. Here they can find natural clay, roots and other materials to do their work.





WORLDS CONT.

DREAM WEAVERS

These Dragons are peacekeepers of the night. From their island in the clouds, they flit through the dreams of other creatures of the world, making sure that no nightmares bother dragons while they're sleeping. Anyone who has had dreams at night can call on these Dragons for help.



GNASTY'S WORLD

This place is dark and haunting. Be careful!



NOW THAT YOU'VE GOT THE GAME, ARM YOURSELF WITH THE POWER OF KNOWLEDGE!

Look for *Spyro the Dragon: The Official Strategy Guide* at your local software or book retailer. Buy the book, send in the subscription card, and get a free 3 month subscription to PSExtreme.

DIMENSION
P.U.B.L.I.S.H.I.N.G



To order direct call:



916-989-0171



3 Free Issues offer valid only for U.S. residents. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment America Inc. Give it to me baby!!

PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. Spyro the Dragon TM & © 1998 Universal Interactive Studios Inc. All rights reserved. Find us at www.universalstudios.com. Developed by Insomniac Games, Inc. All rights reserved.



SPYRO NOTES



Developed by:
INSOMNIAC GAMES, INC.

John Fiorito
Jared Hardy
Alex Hastings
Brian Hastings
Dan Johnson
Alain Maindror
Chris McNulty
Ted Price
Alex Schaefer
Craig Stitt
Chuck Suong
Oliver Wade
Matt Whitin

Special Thanks:
Kirsten Va Shreven-Butler
Peter Hastings
Ryan Bevidge

Produced by:
UNIVERSAL INTERACTIVE STUDIOS

Producer:
Michael John
Executive Producer:
Mark Cerny
Production Coordinator:
Jackie Evanochick
Soundtrack by:
Stewart Copeland
(Soundtrack) Engineered
and Co-Produced by:
Jeff Seitz

Spyro and Dragon Designs by:
Charles Zombillas

Dragon Voices by:
Clancy Brown
Carlos Alazraqui
Michael Gough
Jamie Alcroft
Michael Connor

Spyro Voice by:
Carlos Alazraqui

Dialogue Written by:
Peter Kleiner

Sounds by:
Universal Sound
Mike Gellom
Ron Horwitz
Kevin Spears

Special Thanks:
Paul Rioux
Dana Long
Susan McCready
Kelly Garner
Derek Power

CREDITS

Published by:
SONY COMPUTER ENTERTAINMENT AMERICA

Producer:
Seth Luisi
Senior Producer:
Perry Rodgers
Assistant Producer:
Jeffrey Ng

Sr. Marketing Manager:
Ami Matsumura-Blair
Sr. Public Relations Manager:
Melly Smith

Product Marketing Specialist:
Nemer Velasquez

QA Manager:
Mark Pentek

Lead Analyst:
Christian Davis

Assistant Lead Analysts:
Randy Blake
Benjamin Briones
Christopher Keith

Analysts:
Jo Aragonas
Vernon Carter
Bruce Cochrane
Al Dutton
Ashif Hakik
Christopher Levy
Duane O'Brien
Donovan Soto
Ivan Kougaenko
Ian McGuinness
Eric Molina
Tobin Russell
Steve Szakal
Andrew Woodworth



VP Marketing:
Andrew House

Sr. Director of Marketing:
Peter Dille

Director of Promotions:
Sharon Shapiro

Licensing Manager:
Taku Imasaki

Manual Copywriting:
Hanshaw Ink

Package Front Design:
Gregory Harsh,
Beeline Group, Inc.

Package & Manual Design:
Katherine Lea,
Beeline Group, Inc.



CREDITS CONT.

Sony Computer Entertainment Inc. (Japan) **Sony Computer Entertainment Europe**

Producers:

Shuhei Yoshida
Masahito Shimizu
Ryoichi Hasegawa
Junichi Kobayashi

Marketing Manager:

Megumi Hosoya

Producer:

David Bowry

Senior Producer:

John Roberts

Marketing Manager:

Kenny Mathers

Public Relations Manager:

Elizabeth Ashford

Special Thanks:

Heidi Adams, Donna Armentor, Shelley Ashitomi, Brian Balistreri,
Maggie Baquero, Gary Barth, Kurtis Buckmaster, Lori Chase,
Joyce Clement, John Crompton, Brian Dimick, Aimee Duell, Emily Franks,
Peggy Gallagher, Gerry Gentile, Brian Hale, Phil Harrison, Kaz Hirai,
Kerry Hopkins, Jeff Hutchinson, Grace Kao, Tina Kowalewski, Lisa Lungor,
Marie Macaspac, Colin MacLean, Frank O'Malley, Kirsten Merit, Doug Mukai,
Joel Pambid, Bill Paul, Quinn Pham, Brett Robinson, Rick Rooney,
Riley Russell, Yvonne Smith, Jack Tretton, Michelle Vercelli,
Marilyn Weyant, Fleishman-Hillard, TBWA/Chiat Day, Merrill Research,
Rapp Collins World Wide, Poppe-Tyson and Jamison Gold.



LIMITED WARRANTY



Sony Computer Entertainment America (SCEA) warrants to the original purchaser of this SCEA product that this software is free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. SCEA agrees for a period of ninety (90) days to either repair or replace, at its option, the SCEA product. You must call 1-800-345-SONY to receive instructions to obtain repair/replacement services.

This warranty shall not be applicable and shall be void if the defect in the SCEA product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE SCEA. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL SCEA BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SCEA SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Oh yeah... he's back... AND he's ready!

It's A Whole New Time-Traveling Adventure!

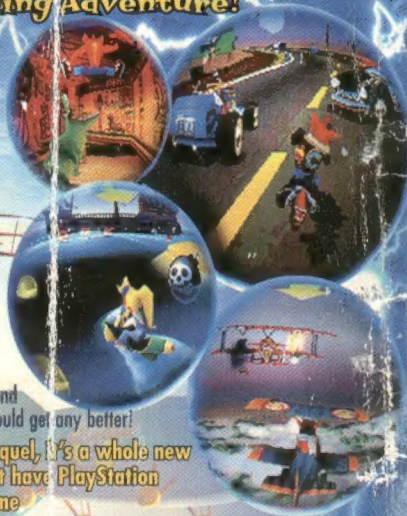
- All new-style gameplay: zuba dive, ride a motorcycle, a baby T-Rex, and go free-flying airborne in a planet
- Play in the Great Wall of China on a tiger, go on a jet-ski and more high-flying surprises!

- Prove your skill with the new Super-charge Body Slam, Super Double Jump, Death Tornado Spin and the new Super Bazooka!

And a new Big Boss, a menacing Dingodile of course, the return of some favorites like N. Gin and Tiny.

More Action. More Fun. More Puzzles and Secret Levels. And you didn't think it could get any better!

"**CRASH BANDICOOT: THE WARPED** isn't just a sequel, it's a whole new game. Oh yeah... it's the must have PlayStation game of the year!" -PS Extreme



NAUGHTY DOG

SONY



UNIVERSAL
INTERACTIVE STUDIOS
www.universalstudios.com



Crash Bandicoot: The Wiped, 919 East Highway 101, Foster City, CA 94404

© 1999 Sony Computer Entertainment Inc. All rights reserved. www.universalstudios.com

PlayStation and The Wiped are trademarks of Sony Computer Entertainment Inc. All rights reserved. Licensed for use with the PlayStation game console.

PlayStation and The Wiped are registered trademarks of Sony Corporation. PlayStation and the PlayStation logos are

Service marks of Sony Computer Entertainment Inc. The Wiped icon is a trademark of the Interactive Digital Software

Association (IDSA). This software is compatible with PlayStation Game

PlayStation 2. U.S. DESIGNATION U.S. AND FOREIGN PATENTS PENDING